



2009-10 Cheer Alliance Competition Guidelines

Deduction System:

Bobbles – No deduction – Evaluated by the Panel Judge under Execution/Technique

Bobbles during technical skills will be evaluated by the panel judges as part of the total score in the execution/technique section of the skill set.

Examples (but not inclusive listing):

- Incomplete twisting cradles
- Tripping during transitioning
- Severe and obvious balance checks during building skills
- Early dismount from stunt, safely caught or lowered

Mistakes – 1 point – Evaluated by the Legalities/Safety Judge on Legalities/Deduction Sheet

Obvious mistakes during technical skills

Examples (but not inclusive listing):

- Hands OR Knees touchdown on tumbling
- Knee or hand touchdown during dismount

Falls –2 point – Evaluated by the Legalities/Safety Judge on Legalities/Deduction Sheet

Falls during technical skills will result in a 2-point deduction for each occurrence.

Examples (but not inclusive listing):

- Fall from individual stunt to the performance surface (bases or flier)
- Failed tumbling skills involving lack of control on landing (i.e. landing on the seat, back, hands AND knees)

Pyramid Collapse – 3pts – Evaluated by the Legalities/Safety Judge on the Legalities/Deduction Sheet

Collapse involving two or more connected stunts involved in pyramid skills will result in a 3-point deduction for each occurrence of a pyramid collapse.

If a single stunt performs an error in a pyramid sequence it will be assessed as an individual fall with a deduction of 2-points or a mistake with a deduction of 1-point, whichever is applicable.

Legality Violations – 10 point – Evaluated by the Legalities/Safety Judge on Legalities/Deduction Sheet

A skill or manoeuvre outside of the team's/athlete's divisional level guidelines. *Clarification: See Deductions and Penalties section for course of action in multi-run events.*

Examples (but not inclusive listing) :

- Level 3 tumbling pass performed in Level 2 division



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Execution Errors – 3 point – Evaluated by the Legalities/Safety Judge on Legalities/Deduction Sheet

Failure of the athletes to execute the stunt, or technical skill in accordance to the guidelines set forth by their division. Element was clearly choreographed to adhere to the guidelines.

Clarification: See Deductions and Penalties section for course of action in multi-run events.

Example (but not inclusive listing):

- Assisted flip in pyramid releases too early
- 1 bracer in a pyramid fails to load, braced flip continues without additional bracer

Deductions/Penalties:

An error in execution which results in an element that is contrary to the rules for a team's given level will result in a 3-point deduction by the legalities/technical judge. The determination of the "execution error" versus an obvious illegal element will be the decision of the legalities judge in consultation with the head judge. The reason for the deduction will be outlined on the legalities score sheet. Multiple occurrences of the same error spanning two runs in the same event will be considered an illegal skill and deducted accordingly.

A 3-point penalty will be applied per occurrence of the 'execution error', with an explanation on the legalities sheet outlining the reason for the execution deduction. *Clarification: Per occurrence refers to the number of times the 'execution error' was completed during the same routine. (I.E. three of six separate stunt groups make the same execution error, the penalty will be assessed for each occurrence for a total of 9 points).*

If, on the second run of a multi-run competition, the same "error in execution" occurs a 10-point penalty will be applied, as per an illegal element in the routine. *Clarification: the repetition of the error can be by any member of the team executing the same element, it does NOT have to be the same member as the previous execution error. Multiple occurrences will result in separate deductions per each occurrence.*

It is the coaches' responsibility to pick up their copy of the deduction sheet after each run to determine if any deductions have been assessed. All legalities sheets will be made available for pick-up before the second performance time, and legalities sheets will be made available before the final awards ceremony. All issues, questions or concerns should be addressed exclusively by the coach/school advisor/gym owner and directed to the Convenor's table, locations will be event specific. Once awards are given, penalties can no longer be discussed. Please be sure to clarify any issues before awards.

Cheer Alliance has the authority to make a decision on any issue, protest, penalty or rule that is in question or deemed unclear. Cheer Alliance will always endeavour to proceed with the spirit of fairness in mind when rendering a judgement. Our first priority is ensuring that safety is foremost in the mind of athletes and coaches.



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Clarification of Penalties

Coaches who wish to clarify the reason for a penalty should report to the score sheet pick up and fill out a pink legalities clarification form. The convenor will meet with the coach for no more than 5 minutes to discuss their own specific case/team. Cheer Alliance adjudicators or convenors will not take outside videotapes into review or discuss teams not directly coached by the individual. Mistakes/Falls are not subject to review, all decisions are final.

Illegal skills that violate the safety guidelines set forth by the USASF/IASF will be deducted at all events except Fall Classic. Cheer Alliance will not be issuing “warnings” at any event except Fall Classic. Please see our Deductions/Penalties policy for further clarification.

Boundary Violations:

Cheer Alliance will not assess specific penalties for minor boundary violations (i.e. athlete steps outside of white line while in transition). Any elements executed out of bounds will not be scored. Extreme boundary violations (i.e. tumbling pass ends well outside of bounds) may be deemed an unsafe execution and subject to a “Fall” deduction of 2 points at the discretion of the technical judge.

Time Limit Violations:

All Cheer routines must not exceed 2 minutes and 30 seconds.

Time Limit Violation Deductions:

1-5 seconds – 0 pts.

6-10 seconds – 3 pts.

Code of Conduct Violations

Teams/coaches/athletes or affiliates of a team acting in an unsportsmanlike manner may be subject to a deduction of half their total score and/or disqualified. Teams/coaches/athletes violating the code of conduct may be issued one warning per season, and may not be permitted to compete/perform in future events. Teams who are disqualified will not be eligible for awards. Examples of Code of Conduct Violations include (but not limited to): competing with ineligible athletes, competing with over the allowable number of participants, failure to possess insurance and belligerent, unruly or aggressive behaviour towards fellow competitors or Cheer Alliance staff.



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Legality Verification (prior to the event):

- All questions should be submitted in a written request for verification and accompanied by a video of the element in question. Do not rely on previous year's rulings from Cheer Alliance events, as rules are adjusted annually.
- To ensure a timely response, it is advisable to show the element in question from multiple views (i.e. front, side, back)
- Please note, that while it may be deemed legal according to the video, any changes in execution, height, etc., may result in the skill being considered illegal at an event. Be sure to note any concerns addressed by Cheer Alliance in your review.

All legalities questions can be forwarded to rules@cheeralliance.ca and marcy@cheeralliance.ca.

Cheer Alliance Scoring Process

Please see www.cheeralliance.ca for copies of Cheer Alliance score sheets.

If multi-panel judging system is used, each team in the same division will be adjudicated by the same panel.

All events will use a three score sheet system. All star teams will have skills weighted approximately as follows:

Building – 35%

Tumbling/Jumps- 35%

Choreography – 30%

School teams will have skills weighted as follows:

Building 40%

Tumbling/Jumps -25%

Choreography -35%

Each score sheet is totalled out of a different value to reflect these weights.

Scores will be totalled resulting in a total score out of 200 points. Two judges will evaluate each skill section resulting in two scores out of 200 points added together to achieve the final score. All point deductions and/or penalties will be deducted after the final score is calculated.

Each judge will evaluate specific skill areas and also provide an overall impression score for the entire routine on their score sheet. Each technical section will provide further feedback in the form of a Skill Ratio Grid that evaluates the ratio of athletes performing a skill set at basic, intermediate, advanced or elite levels as outlined by their level. Please review the 2009-2010 continuum for further information.

Multi-run events (including Ontario Championships, West coast Championships and National Championships) will have the first run weighted 40% and the second run weighted 60% of the total score.



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Tie Breaking

If the total score is the same, the team with the highest total overall impression score will be declared the winner. If there is still a tie, the lowest scoresheet score will be dropped until a winner is discerned.

Grand Champion Calculation

On a single run event, the grand champion will be the highest score per level, or other division as specified in the event package. The highest overall mark is calculated after dropping all relevant deductions.

Level 4.2 will be included in the Level 4 Grand Championship calculation.

On multi-run events, the grand championship will be determined by taking 40% of the first run score, adding it to 60% of the second run score. Teams who are in single run divisions of multi-run events, 100% of their score will be included in the calculation for Grand Champions. If a team scratches one run at a multi-run competition, only the first run percentage will be included.

Divisional Rules

Cheer Alliance will be following the IASF/ USASF Safety Rules for the 2009-2010 competitive season for all All-Star teams unless otherwise specified.

All School teams are subject to the limitations listed in the Cheer Alliance School rules in the Novice, Intermediate and Advanced divisions. Coaches are responsible for recognizing the differentiations between IASF/ USASF All Star rules and Cheer Alliance School rules.

Parent teams are limited to the Cheer Alliance Parent Rules.

Tiny, Parent and Special Needs will be non-compete only.

Please see appropriate age divisions for both School and All-Star teams.

Sickness or Injury before Warm-up Rotation

Cheer Alliance staff may help facilitate switching warm-up times with other willing teams, but cannot guarantee an alternate time. If a team fails to perform at their designated time, they will receive 0 for their score. In the spirit of sportsmanship, Cheer Alliance will endeavour to make the fairest possible decisions for all parties, but time limitations and other factors may limit Cheer Alliance's ability to make scheduling concessions.

Injury during Warm-up Rotation

Teams who incur a severe injury during their designated warm-up time may be immediately moved to the end of their division to allow the team time to alter the routine. Whenever possible, Cheer Alliance staff will try to accommodate extra mat time to warm up the altered skills.

Teams scheduled to use a mat that is occupied by an injured athlete will still be granted their entire warm-up time, but Cheer Alliance cannot guarantee they will still have the same "on deck" span of time.



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Cheer Alliance - General Rules

1. A minimum of 5 participants is required to constitute a team. The participant maximum is stated in the division section of the Cheer Alliance Division breakdown. (Special Needs and non-compete teams are exempt). Special circumstances must be discussed with CA prior to the event
2. Cheer Alliance reserves the right to add, combine, divide and or eliminate divisions as necessary based on registration per event. The interest is always to facilitate a fair and competitive event.
3. SCHOOL TEAMS. All members must be enrolled and currently attending school. All School teams must be accompanied by a staff advisor and by covered by their school liability policy or must hold a separate policy. ALL STAR TEAMS: Any team not representing a school MUST compete in the All-Star division, all athletes must be registered members in the club, club must have proof of insurance and be accompanied by a coach over the age of 18.
4. UNIVERSITY TEAMS. All members must represent the said University or College (satellite campuses included). All members must be enrolled as a student at the school on the date of the event.
5. Age as of Aug 31, 2009 determines division for all All Star divisions except Senior for the length of the 2009-2010 season. All senior athletes age is determined by May 31, 2009 for this season only as per IASF/USASF divisional rules for 2009-10.
6. CROSS OVER ATHLETES. A cross-over athlete is an athlete that competes on more than one squad. Cross over athletes must be properly documented on the team roster and registration form and submitted prior to the event. Failure to accurately document cross over athletes will result in disqualification of the team. School athletes that compete in all star are not considered crossovers.
7. There is no limit to the number of cross-over athletes a program can have, nor is there a limit to the number of teams a cross-over athlete can compete on, as long as the cross over athlete meets all the age requirements. Cross overs are required to pay the associated fees for each team with which they participate.
8. If your team(s) will be competing with cross-over athletes you will need to bear the burden of overlapping practice times, performance orders and payment.
9. All routines will be a maximum of 2mins & 30secs. Time will begin with the first word, beat of music or obvious movement and will end on the last word or beat of music or obvious end.
10. All competitions will be held on a 54' x 42' carpeted foam performance surface or spring floor. Check event specifics for spring floor information.
11. Music must be in CD format, no CD-RW's. We strongly suggest that each team has 2 copies of their routine music.
12. If the sound system at the competition is responsible for any deficiency in the sound quality during your performance the team will be permitted to perform the routine again in a timely



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fashion. HOWEVER, if the CD is responsible for the deficiency in the sound the team will be required to perform the routine to the best of their abilities and will not be allotted another time to re-run.

13. In the event of an obvious injury, the Coach, Head Judge, Legality Judge or Convenor (when applicable) will be the only individuals permitted to stop a routine. In the event an injury does occur, a team will be permitted 45mins (if time permits) to regroup before performing their routine again. Scoring will continue from the point the injury occurred. In the spirit of sportsmanship, teams must perform all elements up to the point of stoppage during the re-run.
14. All uniforms, choreography, routines and music must be in good taste, age appropriate, and appropriate for a family atmosphere. If in the opinion of the Head Judge and/or the Convenor a routine violates these criteria the routine may be stopped at any time, may be issued a deduction and/or disqualified. Regardless of the result, NO refunds will be issued.
15. Cheer Alliance does not give competition itinerary information over the phone. Itinerary information is available online at www.cheeralliance.ca
16. SPORTSMANSHIP. All participants must conduct themselves in a manner displaying good sportsmanship throughout the competition. The head coach of each team is responsible for seeing that squad members, coaches, parents and other persons affiliated with their team/program conduct themselves accordingly. Each Coach is required to sign the Coaches Code of Conduct upon registration. See Legalities and Penalties section for further information.
17. Cheer Alliance takes pride in providing the most qualified non-partisan judges available for each competition. No matter the instance the decision of the Head Judge is final.
18. Any discrepancy in scoring must only be addressed with Convener of the competition.
19. All Coaches must be aware of Cheer Alliance's policies on deductions and illegalities. All Coaches will be required to pick up and sign-out their score sheet's following the team's performance.
20. All participants are subject to divisional rules and safety guidelines, Cheer Alliance Policies and Procedures, Coaches Code of Conduct, IASF/USASF General Safety Rules and Guidelines and Cheer Alliance General Rules.